

Acerca de 1100 AD

1100AD - Nuevo juego de estrategia medieval masivo online. ¡Controla tu tierra, causa el terror en tus enemigos, sientete como un rey mitológico!

Juega en cualquier sitio. El juego no necesita instalación o recursos del sistema ¡Juega en cualquier sitio con un navegador!

Construye ciudades. Construye un asentamiento medieval ideal sobre una tierra desocupada, cumpliendo tus deseos. ¡Pero no olvides la fortificación!

Conquista y defiende. Pleno control tactico sobre tus tropas en un combate en tiempo real en una ciudad. ¡Actua agresivamente o únete con otros jugadores para una mejor protección!

Evoluciona Heroes. Contrata líderes heroes, hazlos quiar tu armada y mejora sus habilidades. ¡Un heroe poderoso es la mitad de tu armada!

Comercia o roba. Cambia recursos con otros jugadores para hacer evolucionar tu reino, o simplemente ¡roba a los enemigos con tus soldados!

Guarda tu tiempo. El juego no requiere mucha atención, varias operaciones (incluso el combate tactico) pueden jugarse

[«Capturas de pantalla»](#) [«Regístrate»](#)

Regístrate

Entrar

¿Has olvidado tu contraseña?

Noticias

«Order finally have vassals!»
12 April 2010
With the new game version released (build #742) Order members can have vassals. More details [are here](#).

«Now supporting internet banking in UK»
16 February 2010
We are announcing starting of a partnership with FasterPay (Internet-bank payments in UK). More details are [available here](#).

«Internet Maintenance»
08 February 2010
Our ISP have warned us that there could be 5-30 minutes connectivity problems during Feb 10, 00:00-02:00 GMT time.

«New version: #615»
08 February 2010

Conquer new lands!

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Online multiplayer strategy game, browser war game 1100AD

1100AD is **online browser-based strategy game**.

The essence of the **online game** lies in the construction and city development, trade and warfare with other players.

1100AD is a **medieval game** as **games action** takes place in the Middle Ages.

The war component have a crucial role in **browser game 1100AD**. There are four kinds of troops in **strategy game**: infantry, cavalry, siege weapons, and carts, plus mercenary units. Each unit in **web game** has its purpose and unique characteristics. Hero is unit, which in addition to the capacity to fight, yet gives bonuses based on their skills to all the soldiers in his army. This adds to the **game RPG (role-playing)** genre. When army with hero kills enemy units, hero gets the experience. Upon reaching certain values of experience, the hero levels up and gets free points, which can be used to improve his skills. Heroes are the only units that have a special ability to siege enemy castles and seize new city.

The simplest kinds of interactions with others in this **real time strategy** is trade and war. But the world of **online game 1100AD** is too large, and because of this single person can not achieved victory, or remain in positions of leadership. Therefore, the **medieval game** provides system of lords and vassals that corresponds to the middle ages diplomacy structure.

1100AD is **free multiplayer game** and it is available for anyone.